HOT KEYS

P	Pause/resume game
ESC	Clear object from cursor/Close panel
CTRL+Z	Undo last action
DELETE	Clear
F5	Save a game
F6	Load a saved game
F1	Open Zoopedia
CTRL+P	Open photo album
CTRL+F	Show zoo finances
CTRL+G	Show scenario goals
TAB	Turn overview map on or off
G	Toggle overhead and zoo guest views
C	Toggle zoo guest and photo safari views
CTRL+LEFT ARROW	Rotate view counter-clockwise
CTRL+RIGHT ARROW	Rotate view clockwise
PLUS SIGN (+)	Zoom in
MINUS SIGN (-)	Zoom out
UP ARROW	Move forward
DOWN ARROW	Move back
LEFT ARROW	Move left
RIGHT ARROW	Move right
>	Rotate the selected object clockwise
<	Rotate the selected object counter-clockwise
CTRL+C	Open/close Contruction panel
CTRL+M	Open/close Animals panel
CTRL+T	Open/close Terrain panel
CTRL+H	Open/close Staff panel

EVERYONE E CONTENT RATED BY ESRB

0804 Part No. X10-74056



JOURNAL

SAFETY WARNING

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

TABLE OF CONTENTS





Welcome to *Zoo Tycoon 2*

The animals are counting on you

You'll find success and attain true tycoon status when you focus on the following in *Zoo Tycoon® 2*:

- Building great exhibits.
- Making animals and guests happy.
- Encouraging reproduction among your animals.
- Managing funds effectively.
- Hiring hardworking staff members.
- Researching specific animals and other zoo objects.
- Making your zoo beautiful.

To install *Zoo Tycoon 2*

Insert the *Zoo Tycoon 2* disc into your CD-ROM drive, and then follow the instructions that appear on the screen.

Note If Setup does not begin automatically, see the Readme file located on the *Zoo Tycoon 2* disc.



The coolest zoo in the world!!!



What's new at the zoo

Zoo guest mode

In zoo guest mode, the eye-opening new first-person view in *Zoo Tycoon 2*, you can climb down from your zoo-creator perch and into your guests', your staff's, and even your animals' perspectives.

In zoo guest mode, you can make like a zookeeper as you feed, water, and groom your animals, and even sweep up piles of poop.

Photo safari mode

In photo safari mode, you can capture your zoo's spectacular (and some not so spectacular) sights with a single press of the SPACEBAR.

Whether it's a lion silently stalking its prey in a savannah exhibit or a barrelful of monkeys swingin' from the trees in a tropical rain forest exhibit, you'll be there to capture all the action.

Organize your favorites into photo albums you can export to HTML and share via the Web with your friends, family, and fellow *Zoo Tycoon 2* fans.

Biome brush and habitat editor tools

Quickly populate an exhibit with the appropriate plants, trees, rocks, and ground cover using the biome brush, the ultimate landscaping shortcut.

The new habitat editor tools let you painlessly create hills, valleys, mountains, moats, plateaus and plains, building exciting exhibits that use natural boundaries instead of fences to contain animals.For more details, see pages 14 and 15.



Get up close in Zoo Guest mode



Getting started

The first time you start *Zoo Tycoon 2*, you are invited to complete a tutorial that will introduce you to the basics of building a zoo. You'll start with simple challenges, like creating a small zoo, and then move on to bigger, more complex projects. You can always return to the tutorials by selecting them on the Select Campaign screen.

Main menu

When you start *Zoo Tycoon 2* after completing or exiting the tutorial, you can choose from one of three available gameplay modes: Campaign, Challenge, or Freeform.

Campaign

Campaign games are designed to step you through the basics of running a successful zoo. You'll learn about building a great zoo, caring for your animals and guests, and meeting your economic goals.

Each campaign consists of several scenarios, each with specific goals to complete. For example, you may be challenged to record a certain number of guests within six months, or to release at least three animals into the wild during the first year. When you complete a campaign, you unlock reward objects.

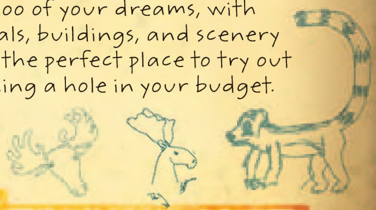
Challenge

In challenge games, you begin with a very limited budget and an equally limited set of available animals, foliage, structures, and path types. As you increase your Zoo Fame score, more choices will become available. New choices also become available as you fund research on specific objects.

When you complete a challenge, you unlock reward—themed objects you can use to beautify your zoo.

Freeform

In freeform games, you can build the zoo of your dreams, with an unlimited budget and all the animals, buildings, and scenery available from the very beginning. It's the perfect place to try out all of your wild zoo ideas without burning a hole in your budget.



Downloads

If you have an Internet connection, click the Downloads button on the main menu to check for game updates and new downloadable game content, including new animals, buildings, and scenery, from Microsoft via the Internet. New content is added all the time, so be sure to check often.

Game Options

On the Game Options screen, you can adjust a range of video and audio settings, including video modes (full-screen vs. windowed), performance settings (high, medium, and low), video resolution, and sound and music volume.

Load Saved Game

The Load Saved Game button lets you jump quickly right back into a game that you have previously saved.

A brief word about biomes

The world of *Zoo Tycoon 2* is biome-based, and you'll see many references to biomes as you play the game.

So what in the heck is a biome?

Biome is a term used to describe a complex community of plants and animals that live in a specific climate or weather condition. Biomes you've probably heard of include desert, tundra, tropical rain forest, and savannah.

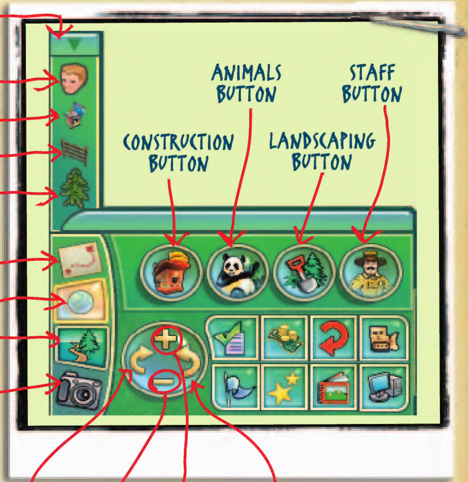
For example, the savannah biome is comprised of savannah plants, including acacia and baobab trees, blackthorn bushes, and elephant grass, and savannah animals like the elephant, giraffe, and lion. Savannahs are common in dry, hot climates like central Africa.

In *Zoo Tycoon 2*, almost every object used to create an exhibit, including the animals, plants, trees, foliage, rocks, and ground cover, is associated with a specific biome.

You can use your knowledge of biomes to create a wide range of natural habitats where your animals will thrive and, hopefully, start building families.



Main game buttons



Secondary game buttons



Main game panels



Construction Panel





Animal Panel





Landscaping Panel



Basics of zoo layout

The best zoo layouts are usually the result of advanced planning. The smartest thing you can do when starting out is plan for the future growth and expansion of your zoo.

By taking a moment to stop and strategize before throwing cash, fencing, and path tiles willy-nilly, you can save money in the short term while also creating a more hospitable environment for both your resident animals and their guests.

Top 10 zoo layout tips

1. Wide open spaces are a good thing. Spread things out to leave room for future expansion, and don't bunch your zoo's biggest attractions all in one place.
2. A standard grid layout, with paths around large exhibits or groups of smaller exhibits, can be a solid way to start. Just make sure that the animals have enough room in any smaller exhibits.
3. A fork layout, in which your zoo's main paths are divided by a space 2–5 tiles wide, is another good option for zoos designed to accommodate large numbers of guests. Populate the open spaces with guest amenities and scenery objects, or create additional paths to ease traffic flow.
4. In general, bigger is better when it comes to building exhibits. The more animals an exhibit contains, the more attractive the exhibit and the more money people will put into your donation boxes. Zoo guests also receive more educational value from exhibits with multiple animals.



Plenty of space for everyone

5. Place gift shops and ATMs near the entrance to your zoo to encourage guests to make purchases before they exit.
6. To encourage traffic flow, place the exhibits for the most popular animals in the farthest reaches of your zoo. This will encourage your guests to dine, shop, stroll, and spend more time in your zoo.
7. Build observation areas between a path and an exhibit. Simply lay down a short stretch of pathway alongside the exhibit.
8. Whenever possible, include the zoo perimeter wall as part of an exhibit's fencing. This saves money on fences, and also encourages building exhibits on the outer edges of your zoo.
9. Beauty may be only skin deep, but your zoo's visual aesthetics make a big impact on the happiness levels of your guests. Don't be afraid to invest in flowerbeds, fountains, and other scenery objects with visual (even if not practical) appeal. Guests enjoy looking at neat objects like themed trash cans and food stands.
10. Place staff gates to keep guests out of areas you don't want them to visit. Only staff members may pass through staff gates.





Another roomy layout

Building great exhibits

Once you've determined a general layout for your zoo, the next step is to start building exhibits to house those most precious of zoo commodities—the animals, the stars of the show.

Exhibit building – the nuts and bolts

- When calculating exhibit size, build exhibits large enough to accommodate a family (or variety) of animals, even if you're only starting out with one.
- Use the biome brush and the habitat editor tools to quickly create biome-appropriate environments for your animals. See pages 14 and 15 for details.
- When used by themselves, low fences translate into awesome views, but they do a dismal job of keeping your animals in their exhibits. When used in combination with a moat or elevation change, however, they can be used as protective barriers.
- Although zoo guests like to see the animals up close, respect your animals' need for privacy. Building exhibits with a combination of solid and clear walls is a good way to take care of both your animals' and your zoo guests' needs.



A large, roomy savannah exhibit

- Click the Zookeeper Recommendations button on the Animal Information panel to view the recommended food, toys, shelter, fences, rocks, and plants for a specific animal.
- Jump into zoo guest mode while laying down paths and exhibit areas to see what it's like as a guest walking through your zoo.
- Experiment with creating large multi-species exhibits that house more than one kind of animal. For example, a mixed-use savannah exhibit can potentially accommodate black rhinos, common zebras, reticulated giraffes, elephants, Thomson's gazelles and, the "King of Beasts," the lion. Guests love to see multiple kinds of animals co-existing in an exhibit and, as a result, will put more money in your donation boxes.

PATHS THAT ARE TOO STEEP FOR GUESTS TO CLIMB ARE HIGH-LIGHTED IN YELLOW.



Multi-species exhibit-the more the merrier!

Using the zoo tools

Building fences

Fences have many uses in the *Zoo Tycoon 2* world, from forming a sturdy yet see-through barrier between guest and beast to prettying up public areas and directing the flow of traffic.

Choosing the best fencing for your specific needs is crucial to your zoo's success. You need to find the right balance between protecting your guests and giving them unbridled visual access to your animal inhabitants.

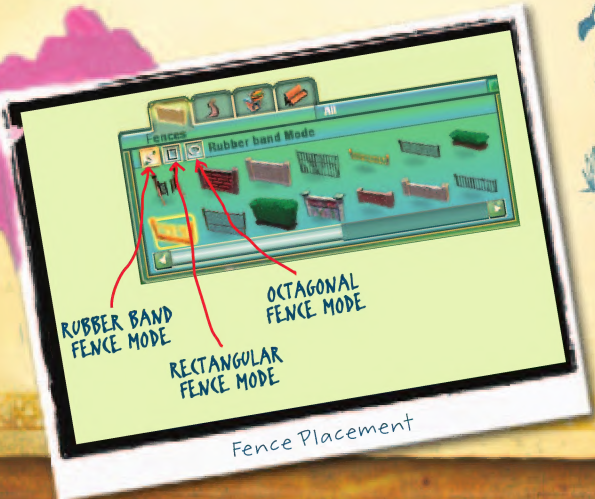
Zoo Tycoon 2 offers three different methods for placing fences.

Rubber-band fence placement

Rubber-band placement mode is most useful when you want to build a custom-shaped fence. Click to plant the first fence post, and then click to place additional fence sections in any shape you like. You can also stretch the fence like a rubber band (thus the name). When finished, right-click to release the fence from the cursor.

Rectangular fence placement

Rectangular fence placement mode works best when you want a square- or rectangular-shaped enclosure. Click and hold to start placing the fence, and then drag the mouse to adjust the size of the fenced area. Click again to create the enclosure. After you create the enclosure, you will be prompted to place a staff gate in the fence and a donation box nearby.



Fence Placement



Octagonal fence placement

Octagonal fence placement mode is perfect for creating more rounded fence enclosures. It works the same way as rectangular fence placement mode.

Creating paths for your guests

When placing paths, it's a good idea to focus on ensuring the smooth flow of guest traffic through your zoo by placing paths that are wide enough (i.e., three tiles wide) to accommodate large numbers of guests. You want to avoid bottlenecks in food service areas and also make sure your guests are encouraged to explore every nook and cranny of the amazing zoo environment you've created.

Placing buildings and scenery objects

The wide range of buildings and other structures available in *Zoo Tycoon 2* runs the gamut from restrooms and snack carts to fountains, playground equipment, compost buildings, and more.

Most buildings are designed to generate income by meeting the needs of your human guests, who are usually focused on food and drink, a clean bathroom, and a place to rest, along with souvenir shopping and educational opportunities.

Rotating objects

To rotate the position of a building or other object before you place it in your zoo (once it's placed, you won't be able to rotate it), you have three options:

- Use the < and > keys to rotate the object in either direction before you place it.
- Rotate an object in place immediately before placing it by pressing and holding the left mouse button and moving the mouse. Release the left mouse button to place it.
- Use the arrows in the Object Information panel to rotate the position of the selected object before placing it onto your zoo grid.





Landscaping shortcuts

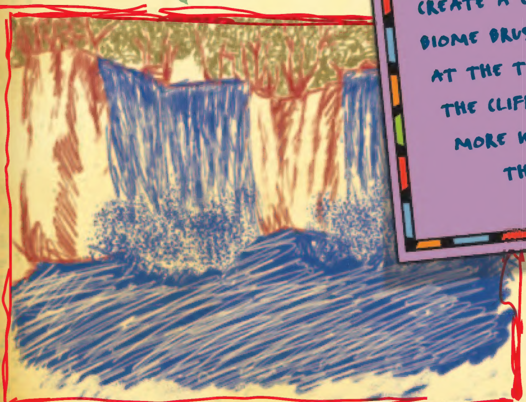
With the biome brush and habitat editor tools in *Zoo Tycoon 2*, you can forget about blisters, backaches, and even botany when building great exhibits.

The biome brush

Take the guesswork out of plant selection and unlock the mysteries of exhibit foliage placement when you use the biome brush tool to quickly create lushly landscaped environments. A sweep of the biome brush fills your exhibit with terrain and vegetation appropriate to the biome type you've selected.

Whether you're creating an exhibit based on an African savannah, Arctic tundra, a tropical rain forest, wetlands, or a desert biome, the biome brush offers a shortcut to finding and placing the best types of plants, trees, shrubs, grasses, rocks, and water types for that specific environment, all at a reasonable cost.

With the biome brush, you can choose from a range of different terrain and deep and shallow water tools that are associated with each biome type.



TO BUILD A WATERFALL, USE THE HABITAT EDITOR TO CREATE A CLIFF. THEN USE THE BIOME BRUSH TO CREATE PONDS AT THE TOP AND BOTTOM OF THE CLIFF. FINALLY, PAINT MORE WATER TO CONNECT THE TWO PONDS.

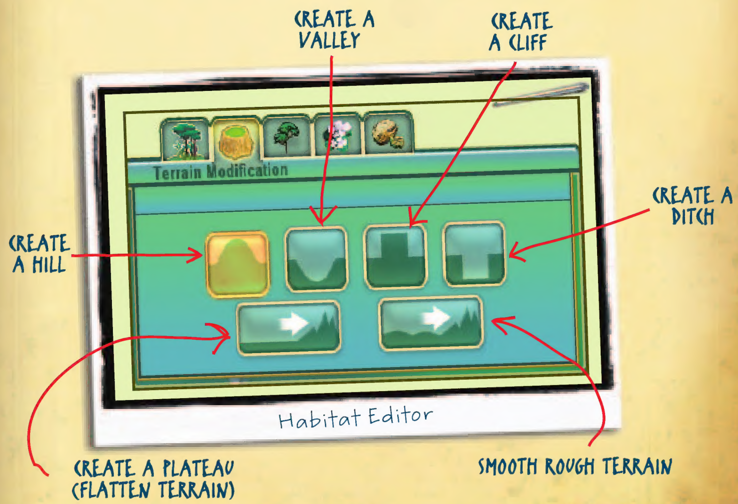
The habitat editor

With a single click of the mouse, you can wield the power of backhoes, bulldozers, and other earth-moving equipment to quickly create mountains, valleys, and more as you build the ultimate animal exhibits using the habitat editor tools.

With these tools, you can manipulate terrain to create waterfalls, elevated walkways, and natural boundaries for the zoo of your dreams.

THIS MORNING, I UNLOCKED THE SECRET TO MAKING A MOUNTAIN OUT OF A MOLEHILL: CLICK AND HOLD THE LEFT MOUSE BUTTON TO MAKE THE GROUND RISE HIGHER. THE SAME HOLDS TRUE FOR DIGGING DITCHES. MY BACK FEELS BETTER ALREADY.





Caring for animals

Adopting animals

Zoo Tycoon 2 offers a wide variety of animals to adopt, including rare, expensive animals that have the potential to make or break your zoo's fame rating.

When you play a freeform game, all the animals are available from the start. In challenge games, you start out with four available animals, and additional animal slots are unlocked as you increase your zoo fame score.

Keeping them happy and healthy

Once you've adopted an animal and placed it in your zoo, it's time to focus on meeting its basic and advanced needs.

The Animal Information panel, which you can view by clicking on an animal in your zoo, provides a summary of each individual animal's current basic and advanced needs status, as well as information about its preferred environments and even its food preferences.

Stimulating animals in captivity

There are three primary ways to stimulate your animal inhabitants and fulfill their basic and advanced needs.

Visits from the zookeeper   Animals will always respond positively to individual attention from a zookeeper. In zoo guest mode, you can take on all of a zookeeper's tasks yourself, from feeding and watering to grooming and healing sick animals.

The companionship of other animals   Even the most solitary of animals in your zoo would probably be happier sharing their exhibit with a potential mate.

Animal enrichment objects (toys)   Toys encourage animals to use their natural skills and behaviors. Zoo guests love to see animals playing with toys.





Encouraging reproduction

Animals reproducing in your zoo is one of your ultimate signs of success—it means you have satisfied the basic and advanced needs of the fledgling's parents, making them so happy and comfortable that they've had time to turn their attention to each other.

You also get economic benefits from the birth of an animal. Zoo guests find baby animals more interesting than adult animals—this means they spend more time watching them and may even be inspired to donate more money to your zoo.

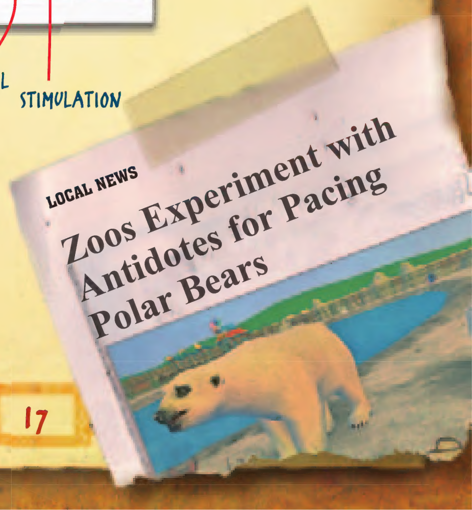
Releasing animals into the wild

Releasing animals into the wild is another ultimate sign of success in *Zoo Tycoon 2*. It increases your zoo fame score, and you can also expect an award.

You can also put animals up for adoption, which makes them available to other zoos.









Attracting zoo guests



The guests who flock through your gates may sometimes look like a herd, but each one of them is a true individual.

All of your guests arrive with favorite animals, foods, and attractions, not to mention different levels of thirst, hunger, and fatigue. Check out the tips below to keep 'em comin' back for more.

Top 10 tips for attracting guests to your zoo

1. Give 'em room. Build paths that leave plenty of elbow room for the crowds. Large viewing areas near popular exhibits also keep crowds happy.
2. Keep it clean. Placing recycling bins and trash cans around your zoo can help keep things spotless.
3. Showcase popular animals, and include as many different species as possible (this will have a huge effect on your zoo fame score!).
4. Provide facilities where guests can be fed, watered, and rested, and they'll be happy. They're not so different from your animal inhabitants, in fact.
5. Encourage reproduction among your animals. Zoo guests love baby animals.
6. Experiment with changing the price of zoo admission and zoo concessions until you find the perfect balance between keeping guests happy (and spending!) and maximizing your profit potential.
7. Guests like to be amused while in the zoo. In addition to viewing animals, they like to admire interesting statues, fountains, and themed areas. Kids love to play on playground equipment.
8. Pay attention to your zoo's aesthetics. Flowers and fountains can make a real difference in your guests' happiness levels.
9. Guests are happiest when viewing happy, healthy animals in well-designed exhibits.
10. Guests also want to be educated. Seeing animals in exhibits that represent their natural biomes may prompt guests to donate more money to your zoo.

Managing your zoo



Hiring staff

You can hire three different kinds of staff people to help take care of managing your zoo: zookeepers, maintenance workers, and animal educators.

Each type of employee focuses on a different aspect of your zoo.

Zookeepers

When you have an unlimited budget, the smartest thing you can do with a new zoo is hire a zookeeper to feed, heal, and clean up after your animals. It's also a good idea to assign a zookeeper specifically to care for your "star" animals.

Zookeepers draw the highest salaries of all zoo employees, but you can save money by performing the zookeeper duties yourself in zoo guest mode.

Maintenance workers

Maintenance workers are the unsung heroes of a successful zoo. They keep guests happy by picking up trash and emptying trash cans.

If your trash cans are overflowing, most guests will notice and start heading for the exit, so hiring a maintenance worker to keep things clean can be an economically smart move.

Animal educators

Animal educators enrich your guests' zoo visits by giving informative lectures about your zoo's animal inhabitants.

When you hire an animal educator, you must also place an educator podium (found on the Buildings tab on the Construction panel) adjacent to an exhibit before the educator will start lecturing.

Educators who can't find a podium from which to speak will wander your zoo aimlessly, full of knowledge but unable to share it.

Some guests may become so inspired by the informational talks that they donate more money to your zoo (make sure you encourage them by placing donation boxes in convenient locations).

Zoo income—how to make money

Income from donations

Donations are your primary source of income when you're running a zoo.

Zoo guests who enjoyed their visit to your zoo have the potential to make donations. Guests who have seen interesting animals do interesting things may place money in the zoo donation boxes you place outside of your zoo exhibits.

Guests are also often inspired to make education donations when they see animals in exhibits that represent their natural biomes.

Big checks also come with top zoo awards. And, if you're successful at getting an endangered species to reproduce in your zoo, you can expect to be the recipient of a very large donation.

show me the green!

Admission income

When you first start out, admission fees are a key source of income for your zoo. The admission price for your zoo has a huge impact on the number and frequency of guests showing up at your entrance gates. A lower price means more guests coming through the gate.



A satisfied customer

GUESTS WON'T GIVE MONEY IF THEY CAN'T FIND A DONATION BOX. NOTE TO SELF: PLACE AT LEAST ONE OR TWO DONATION BOXES ADJACENT TO THE VIEWING AREAS FOR ALL MAJOR EXHIBITS.

Income from food and drink concessions

Every food and drink concession, from the lowliest dessert cart to the fanciest restaurant, has upkeep costs associated with it. The key to your success will be to find concessions that turn a profit after the upkeep costs have been paid.

Although restaurants are expensive to build and maintain, they can also be huge moneymakers. Since they offer seating areas, wait staff, and trash disposal, they are enormously attractive to guests of all ages.

THE KEY TO FOOD AND BEVERAGE PROFITS IS JUST LIKE REAL ESTATE—LOCATION, LOCATION, LOCATION.

Income from gift carts and gift shops

Few things in life make guests happier than purchasing a souvenir of their visit.

Both the gift carts and the gift shops in *Zoo Tycoon 2* sell gifts associated with specific animals. When guests enjoy looking at a certain animal in your zoo, they're usually thrilled to buy a gift that represents that animal.

Gift carts have a low upkeep cost, but they also stock low-priced gifts that represent the basic animals in your zoo.

With a larger inventory of souvenirs, the gift shop has the potential to be a big moneymaker. Gift shops have higher upkeep costs, but they also stock higher-priced gifts.

A gift shop's location in your zoo will have a major impact on its revenues. Be sure to place gift shops in high-traffic areas and close to your entrance gates.

Income from recycling



When you remove a building or scenery object, you receive a recycling fee that helps recoup the object's original cost.

You can also turn poop into profits by building a compost building in a discreet location away from food service areas and your zoo guests. The compost building has no upkeep costs, and once it's built, you'll collect a monthly fee for poop recycling.

Zoo expenses—where the dough goes

Animal adoption costs

The prices of the animals available for adoption vary widely. Relatively inexpensive animals include the zebra, camel, moose, and gemsbok, while zoo favorites like the polar bear, lion, and ring-tailed lemur fetch higher prices.

The most highly priced animals—especially the giant panda—cost more, but bring many economic benefits to your zoo. These true "stars" of your zoo attract more guests and often inspire them to donate more money. And, if you are skillful enough to coax a giant panda to reproduce, you are well on your way to becoming a true zoo tycoon.

Construction costs

While an animal like the grizzly bear may seem to be a reasonably priced acquisition for your zoo, it's also important to consider the cost of building an exhibit to accommodate this hard-to-please resident.

Some animals are very low maintenance in terms of their environmnental needs, while others may threaten to burn a hole in your budget. To get an idea of the costs associated with building an exhibit for a specific animal, check out the Zookeeper Recommendations for that animal.

Zoo upkeep costs

After animal purchases and construction costs, zoo upkeep costs claim the most of your monthly budget.

Zoo upkeep costs consist of all upkeep costs associated with your concessions and attractions and does not include employee wages.



Animal upkeep costs

Animal upkeep costs include animal food and medical care. You can reduce these costs by feeding and healing your animals yourself in Zoo Guest mode.

Employee wages

Every staff member you hire draws a monthly salary that is paid at the end of the month.

Zookeepers and animal educators draw the highest salaries, but are often good investments, since the work they do makes a positive contribution to your bottom line.

Maintenance workers draw a fairly humble salary.

You can also reduce these costs by completing zookeeper and maintenance worker tasks yourself in Zoo Guest mode.

Research costs

Researching objects takes time and can burn a big hole in your budget, but the benefits usually outweigh the costs. Most objects unlocked through research can make a positive contribution to your zoo's budget.

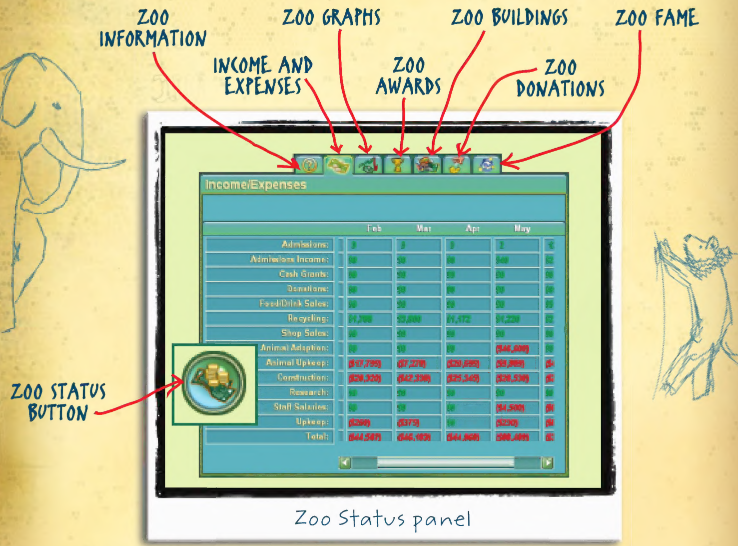




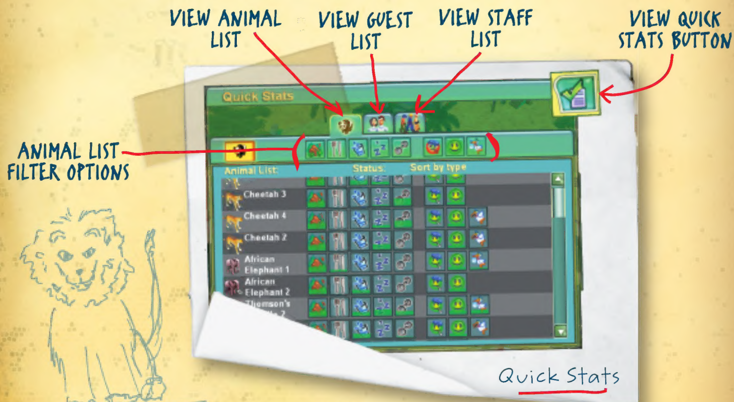
NOTE TO SELF: SPEND MORE MONEY ON STRONG FENCING. IT'S WORTH IT.

Keeping track of how you're doing

There are several ways to keep track of both your bankbook and the breathing bodies in your zoo.



Zoo Status panel



Quick Stats

Zoo fame

Every zoo you create in *Zoo Tycoon 2* is assigned a zoo fame score on a scale of between 1 and 5 stars. Your zoo fame score is always displayed in the upper-left corner of the main game window.

Your zoo fame score is determined by a combination of factors.

Diversity of animal species The more diverse your zoo, the more zoo fame points you'll receive. The happiness level of a species also affects the number of zoo fame points you receive. You'll earn fewer points when your species are unhappy.

Releasing animals into the wild You earn a single zoo fame point each time you successfully release an animal into the wild, up to a maximum of 10.

Completion of scenario goals and challenges You can earn up to a maximum of 10 zoo fame points by completing zoo challenges or by meeting scenario goals.

Awards Receiving awards for your zoo can account for up to a maximum of 10% of your zoo fame score. You earn a certain number of zoo fame points for each award you receive.

Guest happiness Guest happiness accounts for up to 20% of your zoo fame score.

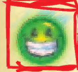
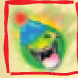


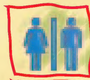
A 5-star zoo!

Animal checklist

ANIMAL	ADOPTED?	SUCCESSFULLY BRED?	RELEASED INTO WILD?
AFRICAN ELEPHANT			
AMERICAN BEAVER			
BENGAL TIGER			
BLACK RHINOCEROS			
CHEETAH			
CHIMPANZEE			
COMMON PEAFOWL			
COMMON ZEBRA			
DROMEDARY CAMEL			
EMPEROR PENGUIN			
GEMSBOK			
GIANT PANDA			
GREATER FLAMINGO			
GRIZZLY BEAR			
HIPPOPOTAMUS			
JAGUAR			
LION			
MOOSE			
MOUNTAIN GORILLA			
NILE CROCODILE			
OKAPI			
OSTRICH			
POLAR BEAR			
RED KANGAROO			
RED PANDA			
RETICULATED GIRAFFE			
RING-TAILED LEMUR			
SNOW LEOPARD			
THOMSON'S GAZELLE			

Emoticon legend

ICON	DESCRIPTION
	"I DON'T UNDERSTAND."
	"I'VE BEEN EDUCATED."
	"I'M MAD."
	"IM INTERESTED."
	ENTERTAINED: "THAT'S AWESOME!"
	"I'M AMUSED."
	"I'M TOO CRAMPED."
	"THIS EXHIBIT ISN'T RIGHT."
	ENVIRONMENT SATISFACTION
	"I NEED AN ATM."
	"I'M PREGNANT."
	"I'M SICK."
	"I CAN'T SEE."

ICON	DESCRIPTION
	"I HAVE TO USE THE BATHROOM."
	"I'M LONELY."
	"I NEED TO REST."
	"I WANT TO HAVE A BABY."
	"I NEED A TRASH CAN."
	"I WANT DESSERT."
	"I'M STIMULATED."
	PRIVACY LEVEL
	HUNGER LEVEL
	THIRST LEVEL
	EXERCISE NEED
	HYGIENE LEVEL
	"I'M SLEEPY."

Technical support

In the U.S., visit http://support.microsoft.com/games.

In Canada, visit http://www.microsoft.ca/support/.

Outside the U.S. and Canada, visit http://support.microsoft.com/international.aspx.

On these Web sites, you can:

- Download the latest updates.
- Find Microsoft Knowledge Base articles that target specific issues.
- View "Show Me How" videos for solving common problems.
- Access other support services.

Microsoft support services are for technical issues only—please do not use them to request game hints, codes, or cheats.

Chat & e-mail support To chat immediately with a Microsoft Support Professional, or to submit your issue by e-mail (e-mail responses may be delayed by several hours), visit the location-appropriate Web site listed above.

Phone support To speak with a Microsoft Support Professional (long hold times may be experienced), in the U.S. call (800) 537-8324, and in Canada call (905) 568-3503 (toll charges may apply). Outside the U.S. and Canada, visit http://support.microsoft.com/international.aspx.

TTY support To use Microsoft text telephone, in the U.S. call (800) 892-5234, and in Canada call (905) 568-9641 (toll charges may apply). Outside the U.S. and Canada, visit http://support.microsoft.com/international.aspx.

Conditions Microsoft's support services are subject to then-current prices, terms, and conditions, which are subject to change without notice.





